DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS					
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card
Constructive overcalls	Lead		in Partner's Suit			
New suit is forcing	Suit	3rd/5th		3rd/5th		Green
Reopening:same range than overcall	NT 4th		4th		Country: /	
	Subseq Attitude			Attitude		Event: /
		Other:				Players: Lia the bot
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY : Advanced two over one
16-18 overcall	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE
11-14 reopening	Ace	ce AK		AK		Better minor – Agressive openings and responses
	King KQ			Power lead : AKJxx/KQTxx/KQJxx		14,5 -17 NT 2 over 1 GF
		ueen QJ		QJ/AQJ/KQ		2♦: Kokish : 22-23 BAL of GF any
		nck (H)JT		(Н)ЈТ		2♦/2♥/2♠ : weak, (3)6-10
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	10x, 109, HT9		10xx, 109	9, HT9	
Natural preempt	9	9x		9xx		
2NT shows two lowest suits, 55	Hi-x	xxXx,Xx	«Xx,Xx		Xxx	
leaping michaels	Lo-x	xxXx,xxX,xxxxX		HxxX(x)		Conventions
Reopening: Minimal opening, good suit, natural	SIGNALS IN ORDER OF PRIORITY					Semi forcing NT : 1M-1NT may be a limit raise with 3 cards
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding	Jacoby 2NT : 1M-2NT is GF with 4M
direct cue-bid : michael 1m-2m : 5♠+5♥, 1M-2M : 5M'+5m	Suit:1st	Standard count	Standard co	unt	Standard count	Gerber on 1NT and 2NT openings
Jumping cue: gambling asking for stopper						3♣ Puppet stayamn on 1NT
	3rd					Walsh
NT: 1st		Standard count	dard count Standard coun		Standard count	Inverted minors
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd					Three way checkback on 1NT rebid
X → penalty behind, one minor in reopening position.	3rd					41 30 RKCB
2♣ landy	Signals (including Trumps):					1m - 2♦
2 other natural						1m- 2♥ shows 5♠ 4♥ and a weak hand
	DOUBLES TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)						
Lebensohl facing double	Agressives take out doubles					
Leaping michaels	Negative, responsive double up to 4♠					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
/	Support doubles/redoubles mandatory below 2M					
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE						
XX shows values, looking for penalty						
new suit 2/1 is NF						
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